



Commodore Users Group of Saskatchewan

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the MONITOR

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The Monitor is published monthly by the Commodore User's Group of Saskatchewan (CUGS). Meetings are held on the first Wednesday of every month in Miller High School's cafeteria annex, unless otherwise noted. The next meeting will be held on December 1, 1993 from 7:30 to 9:30 P.M.

CUGS is a nonprofit organization comprised of 64 and 128 users interested in sharing ideas,

programs, knowledge, problems, and solutions with each other. Membership dues (\$15) are pro-rated, based on a January to December year. An additional \$5 will be charged for members wishing their newsletters to be mailed to them.

Anyone interested in computing is welcome to attend any meeting. Members are encouraged to submit **public domain** and **shareware** software for inclusion in the CUGS Disk Library. These programs are made available to members at \$3.00 each (discounted prices when buying bulk). Since some programs on the disks are from magazines, individual members are responsible for deleting any program that they are not entitled to by law (you must be the owner of the magazine in which the original program was printed). To the best of our knowledge, all such programs are identified in their listings.

Other benefits of club membership include access to our disk copying service, to make backups of copy-protected software, any members who own a modem and wish to call our bulletin board will receive increased access to the message and file areas. The board operates at 300 to 2400 baud, 24 hours a day.

THE LAST GREAT COMMODORE 64 COMMERCIAL SOFTWARE SALE

☆☆☆

*Hundreds of ORIGINAL, UNOPENED
COMMERCIAL software packages will be
sold by silent auction on Wednesday,
December 1 at 7:30 P.M. in Miller High
School's Cafeteria.*

☆☆☆

BE THERE!



Editorials

Greetings, loyal CUGS members. First off, I'd like to congratulate the new executive—we have four new people this year: Herb Thompson, Byron Purse, Lyndon Soerensen, and Keith Kasha. Hopefully this will prove to be an opportunity for the club to receive new insights and ideas. This will be especially true with the incorporation of two more people into the newsletter staff, bringing the total to *four*! No doubt, there will be no shortage of help putting the *Monitor* together this coming year. Now if we can only get some of YOU members to submit some articles — after all, there's no point in assigning this much work to the newsletter if there are no columns to run. To submit some material, simply upload it to the BBS or contact one of the executive by phone or mail — it's as simple as that.

My obligatory plea for articles over with, let's move on to other, more important things. Again, you can see that I have changed the format of the *Monitor*. I hope I'm not being too inconsistent here, but I'm really just trying to find the best sort of arrangement of text. Ken, a former editor, suggested I add a bit more white space. When I went to change the margins, however, it didn't seem quite right, and I ended up fiddling with the damned program for nearly three hours. This is the end result — I hope it doesn't look too bad. Anyway, I can always switch back to the older format if I get a negative readership response. Heck, I'd be happy with *any* readership response. (Hello? Is anyone out there?)

Well, that's about it for this month. Now, without further ado, here's Keith... -Tristan

I remember talking to one of the longer standing members (I'm trying to avoid using the term old) of our club who has

served in the executive, and being impressed with the fact that he has served in about 75% of the executive positions alone time or another. Well, I guess it's now my turn to put on a different hat, as it were, and give spin at assisting with this most noteworthy publication. Who knows — perhaps some day I'll even serve as president (Ha! Dream on, boy!).

I've been reading from some old computer mags over the past couple of weeks — I managed to buy about 200 from a guy recently — and was struck how seven to ten years ago the humble Commodore 64 was considered to be a viable business machine! That's right, folks. This line the "power users" have been handing us about the 64 being only a game machine is plain hogwash! Albeit there are more powerful, faster computers with more memory around today. But a 64 can keep the books for a small business, no problem. In fact some of the early software ads featured a picture of a dad keeping either the family budget or the books for his small business on his ten year-old son's 64 which, incidentally, sits in his son's room, after his son's fallen asleep at night. I've also read several letters from satisfied business owners extolling the virtues of the 64, which they proudly used to run their businesses, even an article that mentioned how VIC-20s and 64s were used in medical labs to perform the calculations required by the testing procedures! So, the next time you hear a "power user" cutting down our machines, you can sit or stand there and chuckle at his or her lack of intelligence.

Until next time...

-Keith

Hello all. I don't really have that much to say this month, so I'll just basically say hello.



As one of the newly-elected Assistant Editors, it's my job to help out with publication of the newsletter by receiving articles, helping in layout, contributing articles and maybe an editorial or two, and basically just act as insurance that the newsletter will be out on time.

To some, the Assistant Editorship has been looked upon as sort of an "Editor-in-Training" position. I will not dispute this. However, I believe that the position is much more than training. It is also a chance to see and act on changes that the club as a whole might need in order to improve and perhaps to augment the service to club members aside from the monthly meetings.

Unfortunately, no improvements can be made without the participation of the readers of the newsletter. If there is something that any of you would like to see improved or otherwise changed, tell us. After all, we Editors only able to act on your suggestions and comments when you make them known. On to other matters.....

This month (as I'm sure you'll see elsewhere in this issue and have heard about from others) is the Last Great Software Auction. Up for bids are many fine programs, all new and in the original shrink-wrap. There are a LOT of really fine programs (So much so, that I'm also going to be bidding for them :). It's probably the very LAST time such a sale as this will take place in the Commodore 8-bit world, so if you are doing some Christmas shopping and need to find that one perfect gift for a favorite niece or nephew that has a C-64 or 128, why not make a bid on the items?

Well, I've not got much more to say except to congratulate the rest of the New Executive on their election and to wish everyone the best of the season. Lyndon♦

EXPERTS LIST

Word Processing

Paperclip	Jarrett Currie 757-2391
Paperclip	Ken Danylczyk 545-0644
Pocket Writer	Barry Bircher 543-8840
Pocket Writer	Real Charron 586-1843
Pocket Writer	Tristan Miller 584-1736

Spreadsheets

Pocket Planner	Barry Bircher 543-8840
Better Working	Ken Danylczyk 545-0644

Databases

Pocket Filer	Barry Bircher 543-8840
Oracle	Ken Danylczyk 545-0644

Communication

DesTerm 2.0	Barry Bircher 543-8840
Pro128Term	Jarrett Currie 757-2391
Library Files	Barry Bircher 543-8840
Novaterm 9.1-4	Tristan Miller 584-1736

Music/Sound

(Most)	Ken Danylczyk 545-0644
Sid Editors	Tristan Miller 584-1736

Languages

Forth	Ken Danylczyk 545-0644
Pascal	Ken Danylczyk 545-0644
ML	Ken Danylczyk 545-0644
ML	Barry Bircher 543-8840
BASIC	Ken Danylczyk 545-0644

Graphics

Print Shop	Ken Danylczyk 545-0644
Print Master	Ken Danylczyk 545-0644
Koala	Ken Danylczyk 545-0644
Doodle!	Tristan Miller 584-1736

Hardware

Drive Maint.	Ken Danylczyk 545-0644
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GEOS

GEOS 64	Jarrett Currie 757-2391
GEOS 128	Barry Bircher 543-8840

♦



Sir Richard's Basic

Richard Maze

This is the third article in a series examining the different file types and the programming involved with each. The first article dealt with the different file types and how a disk is set up to handle them. The second article examined P_RoG_Ram files. This article examines SE_Quential files.

SE_Quential files are primarily used for saving data. The data is stored to disk from within a BASIC program and accessed within a program. The main uses for SE_Quential files are:

① In large programs, memory is conserved by having the data in a file which is accessed and put into variables when needed. This prevents a "duplication" of storage space caused by having data in DATA statements *and* in variables.

② When lots of variable data is going to be used, it can be stored in SE_Quential files and accessed as needed. This eliminates the need to have *all* data stored in the computer at one time.

③ In programs where listing the programs and seeing the data (e.g. words for a hangman game) could ruin the effect of the program, the data can be kept in a SE_Quential file and be generally unavailable to prying eyes.

Before examining the programming involved with SE_Quential files, I'll examine the advantages and disadvantages of using this file type compared to other methods of storing data. One advantage is that programming SE_Quential files is easier than programming RE_Lative files or random access files. A second advantage is that SE_Quential files store data more compactly on disk than RE_Lative files. A major *dis*advantage is that data must be

accessed from the start each time. For a large file this could involve a fair amount of time to get to a certain data item near the end of the file. Another disadvantage is that the data is separate from the program and cannot as easily be transferred to another disk or changed as could data statements.

Programming with SE_Quential files involves three steps - O_PENing a line of communication to the disk drive, transferring data, and C_LOSEing (turning off) the line.

O_PENing a line of communication involves a specific statement. The general format is `OPEN 1,8,5,"0:filename,S,W"`. The BASIC keyword OPEN is used to tell the disk drive that you want to communicate with it. The three numbers (1,8,5) have the following significance: the first number (LOGICAL file number) can be any value between 1 and 255. It is used for all reference to the file. It is only important when more than one sequential file is open at one time. It is the way the computer keeps track of which file it is accessing. If more than one file is open at once, each must have its own unique logical file number.

The second number (DE_VICE number) is the device number for the disk drive. For a file on a second disk drive, substitute 9 for the 8. Use a 1 for 8 for cassette tape.

The last number (SE_CONDARY address) can be any value from 0 to 15, although 0 and 1 are specifically for read and write operations and 15 is the disk command channel and generally avoided unless needed. This leaves the values between 2 and 14. It doesn't matter what you select for a secondary address except different



values for each file must be used if two or more files are open at the same time.

Within the quotes are found 0:filename,S,W. The 0: is the drive number. It is used if you have a dual disk drive (like a 4040 or 8050) but is thought to help eliminate the infamous save/replace bug. It can be omitted for a single drive. The filename is the name you use for the stored data. This name follows the rules for all file names and must be unique on a disk. Following the filename is a comma and a letter indicating the type of file (S is file type SEquential). Other letters that are used are U (USer) and P (PRoGram). Later I will illustrate the differences involved in using these letters. Following this is another comma and a letter. This letter may be W (write), R (read), or A (append). The file type and access letter may be omitted for reading a file from the disk but *must* be included when writing or appending to a disk. Some examples of the use of the OPEN statement:

OPEN 2,8,2,"UGS,S,W" → OPEN a line (2) of communication to the disk drive to Write a Sequential file called UGS.

OPEN 3,8,6,"UGS DATA" → OPEN a file called UGS DATA to Read the data it contains (equivalent to OPEN 3,8,6,"UGS DATA,S,R").

OPEN 8,8,8,"UGS DATA,S,A" → OPEN the file called UGS DATA to Append more data to the *end* of the current data.

Transferring data - Once the line of communication is OPENed, the next step is to transfer data. Data may be written to or retrieved from the file. To write or append to a file the BASIC keyword PRINT# is used. To GET data from the file, you can

use either INPUT# or GET#.

The full format of the PRINT# statement is PRINT#2,AS. This stores the current value of AS in a file that was OPENed to write or append with logical file number 2. The logical file number *must* be the same used in the OPEN statement. Often the data is accessed and written to the disk in a loop containing the PRINT# statement. This results in the data being stored on the disk SEquentially with a carriage return (CHR\$(13)) written after each data item. The data becomes like cars of a train with a return separating one item from the next.

To get data from a file you use the INPUT# or GET# statements. Both are used with files that have been OPENed to read data. The difference between them is that INPUT# will take all the data up to a carriage return as *one* data item while GET# will get one character at a time. The way the data will be used in the program determines which will be used. These statements have the following format: INPUT#2,AS or GET#2,AS. Both are accessing the file OPENed using logical file number 2. In the first case, AS could contain RICHARD MAZE while in the second case AS would contain only R.

CLOSEing the line of communication turns off the link to the disk drive. A file should always be closed after being accessed. The format is CLOSE 2 - the BASIC word CLOSE followed by the logical file number used in the OPEN statement.

Next month I'll examine different ways to store and access sequential data, error checking, and accessing files of undetermined length. This will include some tricks you can use to make data (and your programs) inaccessible to others. ♦



Huge losses for CBM

Area: General

Msg#: 119

Date: 11-17-93 17:18

From: Jeff Mahovsky

To: All

Subj: CBM's massive losses...

PHILADELPHIA INQUIRER

• Copyright Philadelphia Newspapers Inc.
1993

DATE: Saturday November 13, 1993

PAGE: D01

EDITION: FINAL

SECTION: BUSINESS

LENGTH: MEDIUM

SOURCE: By Anthony Gnoffo Jr., Inquirer
Staff Writer

MEMO: EARNINGS

COMPUTER MAKER HAS HUGE LOSS - SHAREHOLDERS' EQUITY OF COMMODORE DROPPED TO NEGATIVE \$53.2 MILLION

Commodore International Ltd. last night broke a long silence about its financial performance; shareholders aren't likely to find the news worth the wait.

After months of unexplained delay, the company revealed last night that it lost \$356 million for the year ended June 30. The staggering loss obliterated its shareholders' equity, which tumbled from \$325 million on June 30, 1992, to negative \$53.2 million on June 30 of this year.

"The company's financial position and operating results raise substantial doubts about the company's ability to continue as a going concern," the report declared in a footnote to a report that normally would have been issued in August.

The West Chester company released the

report at 5:48 p.m. yesterday, long after the close of the stock market. It was the first time that the New York Stock Exchange-listed company had reported on its financial results since May, when its third-quarter report - revealing a whopping \$177.6 million loss for the period - was issued more than two hours after the close of the stock market, also on a Friday night.

Along with the delayed year-end results, the company also reported that it lost an additional \$9.7 million in the first quarter, which ended Sept. 30. But that was an improvement over last year's first quarter, when it lost \$18.8 million. Commodore's shareholders saw their equity further erode during the first quarter; it closed out the period at negative \$61.2 million.

As was their practice after issuing their last financial report, also after the close of the market, Commodore officials were unavailable last night to comment on the results. But the report included statements attributed to Commodore's chairman, Irving Gould. "We have made progress in reducing the net loss," his written statement said of the first-quarter results. "Having largely completed our operations restructuring, we are now planning to undertake a restructuring of our debts to allow the company to continue normal operations."

Far more alarming were the footnotes to the fourth-quarter and year-end results. Among the problems noted were:

• That the company was trying to work out new credit terms with suppliers that had restricted the company's credit and instituted legal action. The note said there was no assurance such arrangements could be made, and the first-quarter report included no update on the situation.



☛ That the company was in "noncompliance" on the terms of \$33 million in notes held by two institutional lenders and was negotiating a waiver from the lenders so it could pursue a debt restructuring. The first-quarter report gave no indication of the status of those notes or negotiations.

☛ That a company controlled by Gould lent Commodore \$17 million in February and April and was subsequently repaid \$9.5 million, raised from the sale of Commodore inventory. The remaining \$7.5 million was represented by a collateralized demand loan and was classified as a short-term debt on the June 30 balance sheet. The status of that debt was not mentioned in the first-quarter report.

"These results validate what we're doing, they prove the credibility of our cause," said Michael Jay Levin, a multimedia software developer who is helping to direct the Commodore Shareholders Movement, most of whom are also apparently Commodore computer users.

Levin's movement recruits new members electronically, alerting them to news about the movement via the Internet and Commodore-oriented computer bulletins. Commodore did introduce a new product this year. But because of its financial problems, the company has been unable to pay for an aggressive marketing campaign in the U.S. to support its CD-32 entertainment machine. The remarkable device can play vivid video games plus music and movies recorded on compact disc.

Commodore officials have said that its Philippine factory is shipping up to 22,000 CD-32 units a week for distribution. Most of those are heading to Europe, where the Commodore brand is more popular than in the United States. ♦

NEW FROM LOADSTAR: FREE DISKS

Area: Commodore 8-bit Echo • Msg#4157
Date: 11-15-93 01:49 • From: Tom Adams
To: All • Subj: FREE DISK

The following message was posted on GEnie and thought I would pass it on here. Don't bother looking for this message on GEnie because it has been deleted by John Brown (JBEE). When you call you might want to say you saw this message posted on FIDO.

Category 2 News, Rumors, & Banter
Topic 32 Sun Nov 14, 1993
SOFTDISK.ING [LOADSTAR] at 19:58
Sub: Not a Rumor! 800 Number for free Disks!

If you call 1-800-831-2694 and say, "I'd like to try out your free issue of LOADSTAR," the operator will send you a free issue. Not a subscription. You will never receive a bill. Pass the word to the nets.

As of November 1, 1993 this offer is in effect. How can we afford this? Well, we're hoping that a significant number of you like us so much that you stay with us.

Note: since Jeff Jones only orders a few hundred newsletters over the number of subscribers for the month, you may not receive a newsletter with the free issue if the response is big.

Don't forget that we offer toll free technical support if you have any questions about your free issue. You'll slap yourself if you pass up this opportunity. This month happens to be a banner issue so get it while you can. How's that for hype? :D ♦



3617 29th Avenue • Regina, SK • S4S 2P8 • Tel: (306)584-1736 • BBS: (306)586-6606

BBS Report

Hello once again. As some of you may or may not be aware, I have recently acquired the CUGS BBS from Barry Bircher. For those of you who thought it had gone down or were not informed of its current location, the new number is 586-6608 (yes, that was my old number.. <sob>). The short-lived Bloc Québécois was replaced by the CUGS BBS on November 11, 1993 at 10:00 P.M.

As I write this article, I am contemplating the idea of changing over from the EBBBS program to a new one, C*Base. The advantages of this new software include increased speed, multilingual support, message networking, true 40/80 column modes, a feature-loaded full-screen colour/graphics message editor, easily organized file areas (!), online games, and a host of other features. Its major disadvantage is its limited range of transfer protocols (it supports only Punter, Multi-Punter, Xmodem, and Multi-Xmodem), but this should not prove to be too much of a hindrance, as most terminal programs support at least one of them. However, those of you whose only means of mass-downloading is Ymodem should consider getting a recent version of Novaterm, which has Multi-Punter.

By the time you read this, the change will *probably* have already been made — I say *probably* because, although over a dozen users have expressed an interest in switching to C*Base, I may not have the time to fully convert all the messages to the proper format (I intend to keep all the original messages from the old BBS) and reorder the file areas this November. However, the change will almost certainly occur some time in the near future. When I do make the change, I intend to reestablish my old link to the C*Base Network, thus giving CUGS members and other Commodore

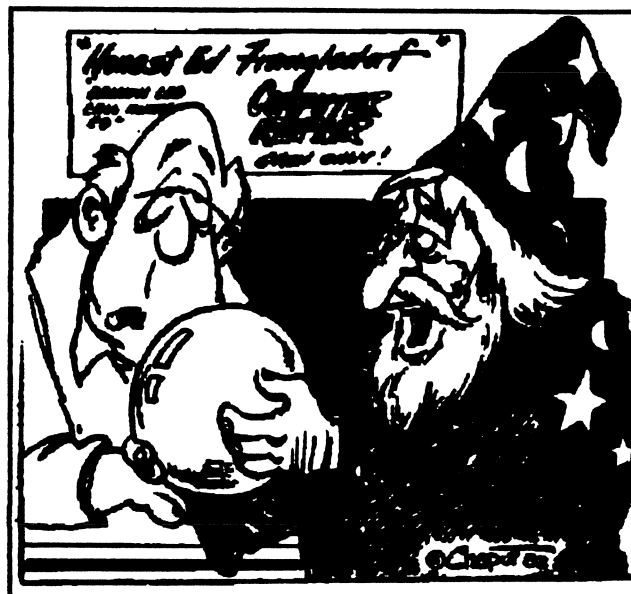
Tristan Miller

BBSers an opportunity to talk with other 8-bit users all around the continent. Back when I had Zhenil Keep (my old board) running, there was a linkup between three Commodore boards in the city, plus a further link going to Brandon, Manitoba, where I was able to pick up a half dozen message areas networked all around Canada and the United States.

Please keep in mind that CUGS is not the only Commodore-supporting bulletin board in the city. There is another 64 BBS in Regina, Arboria (584-8610), featuring several prolific message areas. Sage's Desk (545-2943), an Amiga BBS, carries the CBM Echo, and FACT (924-8770 to 924-8776) boasts megabytes of online 64/128 files.

Please take the time to give these systems a call; they cannot continue support for Commodore 8-bits if there is no demand for it.

That's about as far as I'll go for now. Should it happen that I change to C*Base by next month, I'll write up a summary of the BBS commands for those of you who are not familiar with the new interface, or, for that matter, for those of you who are new to BBSing. Until next time...♦



I WANT YOU TO ADD A MODUM SO I'LL HAVE A DIRECT LINE TO THE NETHERWORLD.



Herb Thompson

Fleet System 4 for the 128

If you are something more than a casual user of word processing programs, sooner or later you are going to need capabilities beyond that of the run of the mill user-friendly program. If you only use your processor to write letters to Aunt Sophie, you don't want to read a 200 page manual in order to figure out how to turn it on. Those 200 pages would mostly be about accessing functions that you have no need for. One letter to Aunt Sophie doesn't require you to know about using a 5000 record database for mail-merge applications. Not only is it unnecessary information, it is a function that complicates and can get in the way of simple things you need to do. A simple define range and erase function will pop up submenus and sub-submenus of secondary related functions that the power-user may require but Aunt Sophie certainly doesn't. On the other hand, there is nothing more frustrating than finding yourself in the middle of a writing session needing to do something that your program just doesn't have the ability to carry out. This is where Fleet System 4 comes in.

It is big, complex, and decidedly user-unfriendly, but there are things it can do that are unavailable in any other program. They are the type of things that would only be in the way of the casual user but prove absolutely vital to the power-user. Obviously I can't reproduce the entire manual here so I will just pick out some selected features that I have found invaluable.

Upon boot-up there is a choice of either standard 80 column or 120 column mode. The 120 mode is great if you have a wide column printer and want to print out spreadsheets. Three disk drives and a RAM drive area accessible. If you take a few moments to load the dictionary and

thesaurus into your RAM drive before your writing session, the speed with which it can call up a synonym is blinding. A thesaurus that boots onto the screen slower than you could find it in a book is pretty useless. Everything with the exception of the file database is directly available within whatever you're working on. You don't have to save the file and then load a separate dictionary and then instruct the dictionary to retrieve the file and check it out. Disk drive functions such as formatting and file copying between drives can be called up (invaluable to people like myself that are forever writing files and then after an hour or so realize that there is no formatted disk to save it onto).

Where Fleet System 4 really shines is in the area of file manipulation. You can stick one file into the middle of another to create a new file, or cut out a section and save it as a separate file. You can also link files so that you can finally write that 500 page opus you've been planning on Heterodyning Circuitry Analysis.

Printer files are customizeable so you can finally use your printer's internal fonts and all of its capabilities during printout. Simple math functions can be performed if you want to stick some numeric columns within the document. Files can be loaded using a directory menu and cursor up/down selection and highlighting if you aren't sure what you want. Text is fully justifiable and you can put one column of text next to another to produce a newsletter. It comes with a second program filer database that is great for most purposes such as address books, file cards of your videotape or book collection and such. The help key on the 128 keyboard is a tually used! If you ever forget a command sequence for something that you want to do, a press of the help key will pop up menus of the available



option.

Ultimately, what separates simple programs from the complex is adaptability. User-friendly programs make choices for you. This is great if the choices are what you need, but a disaster if you wanted something else. Fleet System 4 is the ultimate in word processing flexibility for the Commodore 128. Nothing is perfect. Aside from actually knowing what you want the program to do and difficulty in learning how to get the program to do that, you may find the non-WYSIWYG screen display confusing. It uses editing marks that take getting used to if your only experience is with something like Geo-Write. It is also a text and numeric program only. You cannot load drawings and pictures into the document.

Fleet System 4 is available from Software Support International, 2700 NE Andersen Road, Suite A-10, Vancouver, WA 98661 at \$29.97 US.♦

COMMODORE SURVEY

Area: Commodore 8-bit Echo ■ Msg #3857

Date: 11-10-93 19:00 ■ Subj: Survey

From: Russell Prater ■ To: All

Hi All,

This was uploaded to 221B Baker St. recently. It may be worth filling it out, not sure. Anyway, thought I'd pass it on.

Text Import Start

URGENT BULLETIN:

Please read and buffer capture this bulletin and spread it far and wide.

Omicron, Inc., a software production company, is pleased to announce the First Annual Commodore 64/128 computer census. The goal of this census is to give software and hardware manufacturers an accurate representation of the number of Commodore 8-bit users there are and the hardware they own. This information will be crucial to these manufacturers in deciding whether or not to support the Commodore 8-bit computers.

The results of this census will also determine whether or not Omicron, Inc., as well as several other software companies, will participate in a joint venture to import European software titles. To participate in the census, please send the following information:

- ① What Commodore computer(s) do you own (C-128, 64, etc.)?
- ② What disk drives(s) do you own (1541, 1571, 20 meg Lt. Kernal, etc.)?
- ③ What RAM devices do you own (1750, 1764, Quick Brown Box, RAMLink, etc.)?
- ④ What peripherals do you own (1351 mouse, 1670 modem, NX-1000C Printer)?
- ⑤ What type(s) of software are you interested in (adventure games, word processors, GEOS products, spreadsheets, etc.)?
- ⑥ On the average, how much do you spend on computer software in one year?

Please mail your answers to:

Omicron, Inc.
Official Commodore 8-bit Census
1406 Euclid #1
Berkeley, CA 94708-1944

This is our chance to help keep Commodore alive and kicking for some time to come. Please be sure to respond to this as soon as possible.♦



Tristan Miller

Here I am again, your friendly neighbourhood CUGS president, all ready to fill you in on all the goings-on of the inner workings of the club. First of all, I have met with Jim Roscoe, the man responsible for the organization of ComputerFest '94. CUGS will be participating at the cost of \$20 for every two tables, I believe. ComputerFest will take place on Sunday, February 27, from 9:30 to 19:00 in Miller High School Gymnasium #1.

This was also discussed at the executive meeting, along with the agenda for the next few meetings. Lyndon, Byron, and I have been tentatively scheduled to do a presentation on role-playing games for the January meeting. We will be going through the Ultima series to demonstrate how they have evolved throughout the years.

It's hard to believe another year is drawing to a close. The end of 1993 signifies the beginning of my third year as a member of the Commodore Users Group of Saskatchewan. Many of the older members will apparently not be renewing their memberships for next year; in fact, we will be losing our two longest-standing members. But, on the other hand, we seem to get one or two new memberships every month now, so it wouldn't be wrong to say that the club is doing pretty good. We have a large, friendly executive, members of all ages and experiences, good monthly presentations, and the *thickest* newsletter of all the computer users groups in the city! If that isn't something for us to be proud of, I don't know what is. If you take a look at some of the other clubs' newsletters, they're usually only one or two 11x17 sheets of paper folded in half, and most of the content isn't even from the members. Ours, on the other hand, has a good deal of articles, quite a few of which have been

Presidential Address

penned by our own members.

Which brings us to the subject of the "frequent submitters" prize we will be giving out this month. For every article written for the Monitor in 1993, the writer gets one chance for the prize. Articles that have been submitted but are not original earn half a chance. Also, columns such as the editorial, president's message, and material reprinted from previous issues do not count, for obvious reasons. This year, it will be a draw amongst the following members:

Herb Thompson - 1 chance
Harvey Klyne - 1 chance
Lyndon Soerensen - 4 chances
Tristan Miller - 5 chances

Thanks a lot and good luck to the above persons. Keep in mind, all first-time submitters receive a free club disk of their choice. If you decide to submit an article via disk or modem, please ensure that the file is saved in plain ASCII (that is, no formatting codes) as a SEQ file. If you'd like to help make my job easier, please separate each paragraph with a blank line and do *not* indent paragraphs.

Speaking of newsletters, I've sent out over a dozen letters to other Commodore users groups listed in the Computer Shopper magazine requesting a newsletter swap. So far I haven't gotten any responses, but a number of the envelopes have been returned as "undeliverable". Evidently some of these clubs have folded since I've sent their letters. Ah, well. I'll keep finding new advertised users groups to mail to and see what I can come up with.

At any rate, I've filled up my page, so I'll see you at the meetings - be sure to renew your membership! TTYL..♦

System Name	Number	BPS	Protocol	SW	CPU	Nets	Flags
Adult Superboard	789-8682	14.4	3b,4b	PB	P	F	1\$
Alpha Colony II	545-8342	14.4	3b,4b	Su	P	FW	
Atmospheric Environ.	780-6049	9600	3,M	WC	P		\$
Arboria	* 584-8610	1200	None	CB	C		
Beach House	729-4185	2400	None	VI	P	FV	Q
Crystal Visions	586-6790	2400	None	RA	P	F	
C.U.G.S.	* 586-6608	2400	None	EB	C		
DataForce	585-1958	14.4	H,4b	RA	P	F	BQ1
DLC-West <Hi Speed>	352-9390	16.8	H,3b,4b	--	P	F	\$
DLC-West	352-9378	2400	None	--	P	F	L\$
Double Check	525-0807	16.8	H,3b,4b	SN	A	F	Q1
Excalibur	* 949-8605	14.4	3b,4b	Gh	N		
Extreme Outer Limits	545-0417	19.2	3,3b,4b	WC	P	FW	Q
FACT	924-8776	2400	None	WC	P	F	LQ\$
Fernando's Retreat	585-0298	9600	H	Op	P	F	B
Fourth Floor	352-0472	14.4	3b,4b	Sy	P	F	Q
Grand Ole Opry	924-2983	2400	None	RA	P		
Green Zone	789-7652	14.4	H,3b,4b	Mx	O	FI	Q2
Holistic	789-8908	14.4	3b,4b	TB	P	F	Q
IEEE South Sask.	586-1939	9600	3	RA	P	F	B
Impossible Missions	586-8705	2400	None	Tr	P	FW	
Intimate Encounters 1	789-3854	2400	None	RA	P		
Intimate Encounters 2	789-3856	2400	None	RA	P		
Master Control *PPV*	* 565-6162	2400	None	Su	P	F	
Micro City <Hi Speed>	791-3388	14.4	3b,4b	Ma	P	JR	\$
Micro City	757-0088	2400	None	Ma	P	JR	\$
MEBBS II	775-1437	14.4	3b,4b	TA	A	F	Q
Missing Link I	775-1511	14.4	H,3,4b	PB	P		
Missing Link II	775-1512	14.4	H,3,4b	PB	P		
No Quarter	584-7428	14.4	3b,4b	TR	P	FW	Q
Pool Hall I	586-8490	9600	H,4b	PB	P		1
Pool Hall II	586-8822	14.4	H,4b	PB	P		1
Q-CONN Data Services	584-2816	2400	None	LN	P		
Rathskeller	* 731-2583	2400	None	VI	P		
Regina FIDO	777-4493	9600	3,4b	TB	P	F	LQ
Roadway's Pleasure Dome	545-8486	16.8	H,3b,4b	DL*	P	BFI	B1\$
Sage's Desk	545-2943	14.4	3b,4b	DL	A	F	Q
Scout's Den	777-2998	9600	3	RA	P	F	B
Shadowland	789-1899	14.4	3b,4b	RA	P	F	
Shareware Superboard	789-8690	14.4	3b,4b	PB	P	F	1
Short Circuit	751-0604	9600	3,4b	RA	P		
Skywatch	586-8783	14.4	3b,4b	TR	P		Q
Snake Pit	924-8773	14.4	3b,4b	Su	P	FRN	B
TeeNunKay	775-1237	14.4	H,3	Mx	O	FI	Q
Titan's Realm	545-8692	16.8	3,3b,4b	Mx	P	F	Q
Tower of High Sorcery	545-0801	14.4	3b,4b	VI	P	FW	
TTL Computer Concepts	522-3233	16.8	H,3b,4b	RA	P		B
Unibase	789-0709	9600	3,4b	--	U	U	\$
USS Galifrey	949-6032	14.4	H,3b,4b	RA	P	FT	BQ1
Wedge Net BBS	352-3434	14.4	3b,4b	RF	P	F	Q1

Total Systems: 44

Systems with a * before phone number are NEW entries

DL-DLG Mx-Maximus SN-Star*Net TR-TriBBS EB-EBBS Op-Opus Su-SuperBBS Tr-Turboard LN-LNA PB-PCBoard
 Sy-SynchroNet VI-VirtualNet Ma-MajorBBS RA-RemoteAccess TA-TransAmiga WC-Wildcat RF-RoboBoard/FX TB-TBBS
 * A-Amiga C-084/128 O-OS/2 P-MS-DOS U-Unix * A-AdultNet I-INTERWARNet T-TrekNet B-RoboNet J-MajorNet
 U-UseNet/InterNet F-FidoNet R-RIME V-VirtualNet * \$-Payment for use L-Rotary Switch Lines B-Blue Wave offline mail
 1-1200 bps minimum Q-QWK offline mail 2-2400 bps minimum 9-9600 bps minimum